



BORDERLINE™

HOW TO PLAY

For 1 player

"BORDERLINE" is an intellectual game in which you maneuver your jeep forward and backward to fight against your enemy by fully taking advantage of shooting in both the right and left directions, all the time advancing forward to destroy the enemy fortresses and headquarters when he is confused on the routes that you provide on the screen.

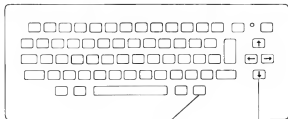
BORDERLINE™

BEFORE YOU START....

1. This Game Cartridge is intended for SEGA Personal Computer SC-3000 or Computer Video Game SG-1000.
2. Turn the power switch on after inserting the Cartridge in the ROM Cartridge Inlet of the Body. The Body and /or the Cartridge may be damaged if you insert the Cartridge in the Body without turning the power off.
3. Use the Joystick when playing the game on the SG-1000. When playing the game on the SC-3000, either the Keyboard or the Joystick (an option) is usable.
4. **JOYSTICK:** When using the JOYSTICK with SC-3000, connect it with "JOY 1."
5. **KEYBOARD:** Refer to the drawing.
6. Pull out the Cartridge after turning the power off. Keep it in its case and handle with extreme care.

SEGA

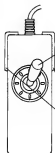
When playing by using the KEYBOARD (SC-3000)



INS
DEL

START BUTTON
SHOOT BUTTON

Manuever the jeep
by using CURSOR
Control keys



Maneuver the jeep.

START BUTTON
or
SHOOT BUTTON
(Either one is usable.)

When playing by the JOYSTICK

BORDERLINE™

How To Play

- Press the START button to begin the game play.
- Maneuver your jeep through the use of the JOYSTICK or CURSOR control keys.
- Press the shoot button to destroy the enemy.
- When the enemy fortresses are completely destroyed, you can go on to the next scene.

By destroying the enemy headquarters in the 4th scene, you can proceed to the next round.

- Your jeep will blow up when all its fuel is used up.
- Any amount of fuel which is left unused in each scene is added to the score as bonus points.
- The number of jeeps for one game is 3 and when the SCORE exceeds 20,000 points, one additional jeep is earned.

<SCORE>

Armored motorcar	100 POINTS	} 50 points are added for each round you proceed to.
Tank	200 POINTS	
Airplane	50 POINTS	
Missile	300 POINTS	
Fortress	300 POINTS	
Headquarters	1,000 POINTS	

CAUTION:

This game is one of SEGA's original products. The sales of program contents by copying them without permission, whether partially or wholly, is strictly prohibited.

SEGA ENTERPRISES, LTD.

Head Office: 2-12, Haneda 1-chome, Ohta-ku,
Tokyo 144, Japan Tel: 03-742-3171

For inquiries, please contact the Personal Computer Division